

# KORG DS-10 SYNTHESIZER

NINTENDO  
DS



INSTRUCTION BOOKLET

**xseed**  
JKS  
GAMES

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

|                       |                                |                          |
|-----------------------|--------------------------------|--------------------------|
| <b>Convulsions</b>    | <b>Eye or muscle twitching</b> | <b>Loss of awareness</b> |
| <b>Altered vision</b> | <b>Involuntary movements</b>   | <b>Disorientation</b>    |
- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

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Synthesizer Design and Sound Engine by KORG Inc.

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## CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

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THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.



Wireless DS  
Multi-Card  
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER  
GAMES WITH EACH DS SYSTEM CONTAINING  
A SEPARATE GAME CARD.

## Contents

|            |  |    |
|------------|--|----|
| Chapter 1  | About KORG DS-10 .....                             | 6  |
|            | Getting Started .....                              | 7  |
| Chapter 2  | Quick Start Guide .....                            | 8  |
|            | MENU .....   | 16 |
| Chapter 3  | MAP .....  | 18 |
| Chapter 4  | SYN 1/2 SEQ (Synthesizer Sequencer) .....          | 20 |
|            | SYN 1/2 KBD (Keyboard) .....                       | 23 |
|            | SYN 1/2 KAOSS (KAOSS Pad) .....                    | 25 |
|            | SYN 1/2 EDIT (Synthesizer Edit) .....              | 29 |
|            | SYN 1/2 PATCH (Synthesizer Patch Panel) .....      | 33 |
| Chapter 5  | DRUMS SEQ (Drums Sequencer) .....                  | 36 |
|            | DRUMS (Drums Edit) .....                           | 38 |
| Chapter 6  | MIXER .....  | 40 |
|            | FX (Effects) .....                                 | 42 |
| Chapter 7  | PATTERN .....                                      | 44 |
|            | SONG .....   | 45 |
| Chapter 8  | Multiplayer Mode and Data Exchange .....           | 46 |
| Chapter 9  | DS Wireless Communications (Multi-Card Play) ..... | 50 |
| Chapter 10 | Credits .....                                      | 52 |

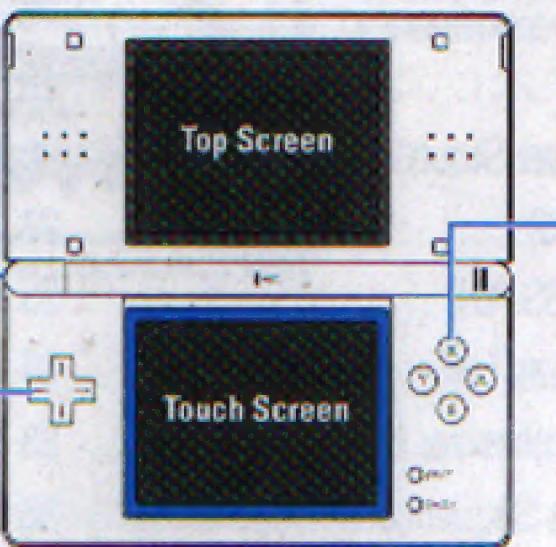
## About KORG DS-10

KORG DS-10 is a music tool that makes extensive song writing possible using two analog synthesizer emulators and one drums module, as well as a 6-track/16-step sequencer and three types of audio effects.

## Using the Nintendo DS system

### L Button

Switches between Top Screen and Touch Screen.



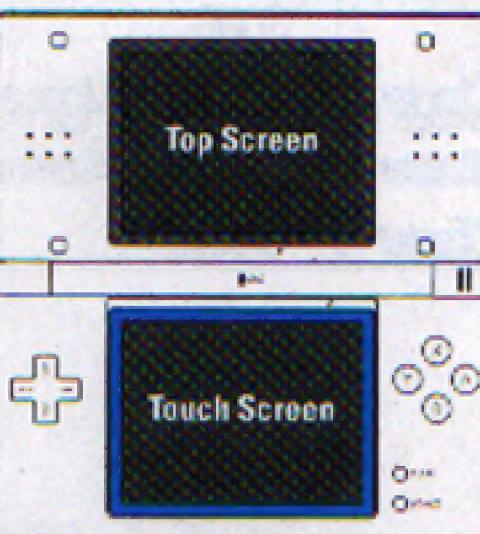
### + Control Pad

Moves the selection LED on the **Map Screen** and changes to the selected screen.

**NOTE:** The control settings above are the default settings. Another button configuration can be selected under **OPTIONS**, in the **Main Menu**.

Closing the Nintendo DS™ system during play will put KORG DS-10 into **Sleep Mode**, saving battery life. Opening the Nintendo DS system again will resume play.

In this Instruction Booklet, images of the Top Screen are framed in **grey**, and images of the Touch Screen are framed in **blue**.



## Getting Started

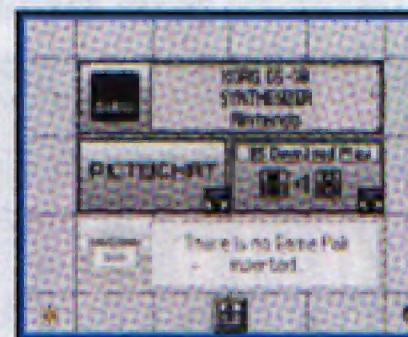
1 Make sure the Nintendo DS system is switched off, then push the KORG DS-10 Game Card into the Game Card slot until you hear it click.

2 Turn on the power and the **Health and Safety Screen** will appear. Touch the Touch Screen with the Nintendo DS stylus to proceed to the **Nintendo DS Menu Screen**.

3 On the **Nintendo DS Menu Screen**, touch the KORG DS-10 panel to start KORG DS-10. The **Main Menu** will appear.

**NOTE:** If your Nintendo DS system is set to AUTO MODE, you won't have to go through these steps. See your Nintendo DS Instruction Booklet for more details.

4 You will be given 4 options on the **Main Menu**. Touch one of the options to select it.



## Saving and loading sessions

KORG DS-10 can save patterns and songs as sessions. You can save up to 18 sessions. To load a session, simply touch the button for the session you wish to load, then touch YES.

- This DS Game Card has a backup function that saves sessions you have created.
- Data can be lost due to the power being repeatedly turned on and off, the DS Game Card being removed while the power indicator LED is flashing, improper use, dirty terminals and the like. Data that has been erased cannot be restored, so please be careful.

## Quick Start Guide

A good way to get started with KORG DS-10 is to experiment with the included demo session. The following guide will introduce you to the synthesizer's main functions.

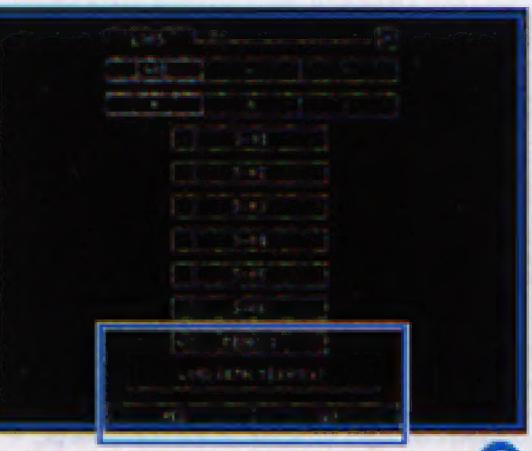
### ① Loading the demo

Turn your Nintendo DS system on and start KORG DS-10.



### ② When the **Main Menu** (screen 1) appears, touch SINGLE PLAYER.

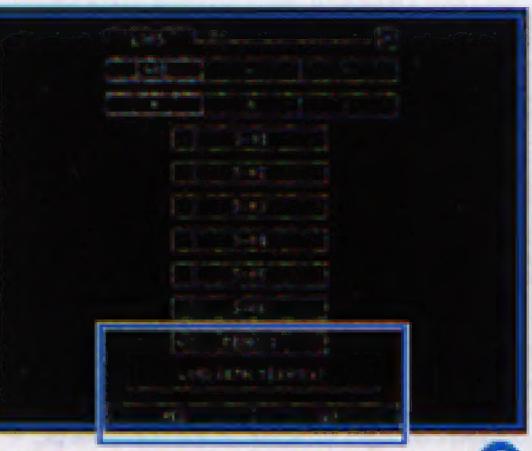
### ③ The **Session Load Menu** (screen 2) will appear on the Touch Screen. Touch DEMO-1 and then touch YES.



### ④ SYN1 KBD will be lit red on the Top Screen (screen 3) and the **Keyboard Screen** (screen 4) will appear on the Touch Screen.

### ⑤ Playing the synthesizer using the keyboard

Synthesizer 1 (SYN1) will now play when you touch the keyboard. You can load a different preset tone color for the synthesizer by touching the wide button at the top of the Touch Screen to go to the **Load or Save Program Menu**.



### ⑥ Swapping screens

Touch the  button in the top right corner of the Touch Screen to swap the Top Screen and Touch Screen display, then touch SYN1 KAOSS below SYN1 KBD.

⑦ The **Map Screen** will move to the Top Screen and the **KAOSS Pad Screen** (screen 5) will be displayed on the Touch Screen.   
**NOTE:** You can swap the screens at any time by touching the  button on the Touch Screen or by pressing the L Button.



### ⑧ Playing the synthesizer using the KAOSS Pad

To start the sequencer, tap the  button at the top of the **KAOSS Pad Screen** on the Touch Screen.

**NOTE:** Touch the  button again to stop the sequencer.

⑨ You can alter the phrase by sliding the stylus over the Touch Screen.

### ⑩ Recording a phrase in real time

You can record a phrase you have created or altered using the stylus. First, touch the  button at the top of the Touch Screen to begin recording.



⑪ Create or alter a phrase by touching the screen. The phrase will be recorded.

⑫ Touch the  button again to stop recording.



### ⑬ Altering the tone color of the synthesizer

Start the sequencer as described in the previous page, then touch the  button to call the **Map Screen** up on the Touch Screen and tap SYN1 EDIT. The **Synthesizer Edit Screen** (screen 6) will be displayed on the Touch Screen.



6

### ⑭ You can use the **Synthesizer Edit Screen** to alter the tone color of the synthesizer. Change the sound color by using the stylus to turn the knobs as desired.

**NOTE:** If you set certain knobs (LEVEL, CUTOFF, ATTACK, DECAY, etc.) to extreme levels, sound output could become quiet or there may be no sound at all.

### ⑮ Changing the pitch and timing

Touch the  button to call the **Map Screen** up on the Touch Screen and tap the SYN1 SEQ button to the left of SYN1 EDIT. The **Synthesizer Sequencer Screen** for Synthesizer 1 (screen 7) will be displayed on the Touch Screen.



7

### ⑯ On the **Synthesizer Sequencer Screen** you can create and fine tune phrases. If you recorded a phrase at Steps 10–12, the phrase you recorded will be shown here.

⑰ The grid represents pitch (vertically) and timing (horizontally). White squares show when sound is produced. Touch a blank square to turn it white. Touch it again to revert it to a blank square. Experiment by touching different squares and hear how the phrase changes.

- If the sequencer has not been started, no sound will play even if you touch the screen.
- You can scroll the screen by sliding the scroll bar to the left up and down. This allows you to input higher or lower notes.
- The current phrase can be erased by touching the CLR (Clear) button at the top.

### ⑱ Editing the drums pattern

Touch the  button to call the **Map Screen** up on the Touch Screen and tap the DRUMS SEQ button at the bottom left of the screen. The **Drums Sequencer Screen** (screen 8) will be displayed on the Touch Screen.



8

### ⑲ You can create and edit drums patterns on the **Drums Sequencer Screen**.

As with the **Synthesizer Sequencer Screen**, a sound is made at each white square. By default, The first row is the bass drum, followed by snare, chord and arpeggio sound for DEMO-1 session. (The first row of the INIT session is the bass drum, followed by snare, high hat and electronic zap sound.) The horizontal axis represents the timing. The rhythm pattern can be changed by touching the screen.

- If the sequencer has not been started, no sound will play even if you touch the screen.
- You can clear all of the patterns by touching the CLR (Clear) button at the top.

## ②0 Adjusting the volume and panning

Touch the  button to call the **Map Screen** up on the Touch Screen and touch MIXER at the top right of the screen.

The **Mixer Screen** (screen 9) will be displayed on the Touch Screen.

②1 Here you can adjust the volume setting and panning (stereo left and right positions) for each track. Starting from the left, the tracks are as follows: SYN1, SYN2 and the four types of drums (bass drum, snare, chord and arpeggio sound for the DEMO-1 session).

To change the volume, move the slider for each track up or down. You can change the panning position of the track by turning the knobs on the top to the desired direction (left or right).

## Saving data

If you turn your Nintendo DS system off at this point, any unsaved data will be deleted. Make sure to save frequently in order to avoid losing data.

**NOTE:** Refer to [page 14](#) for more details about saving data.



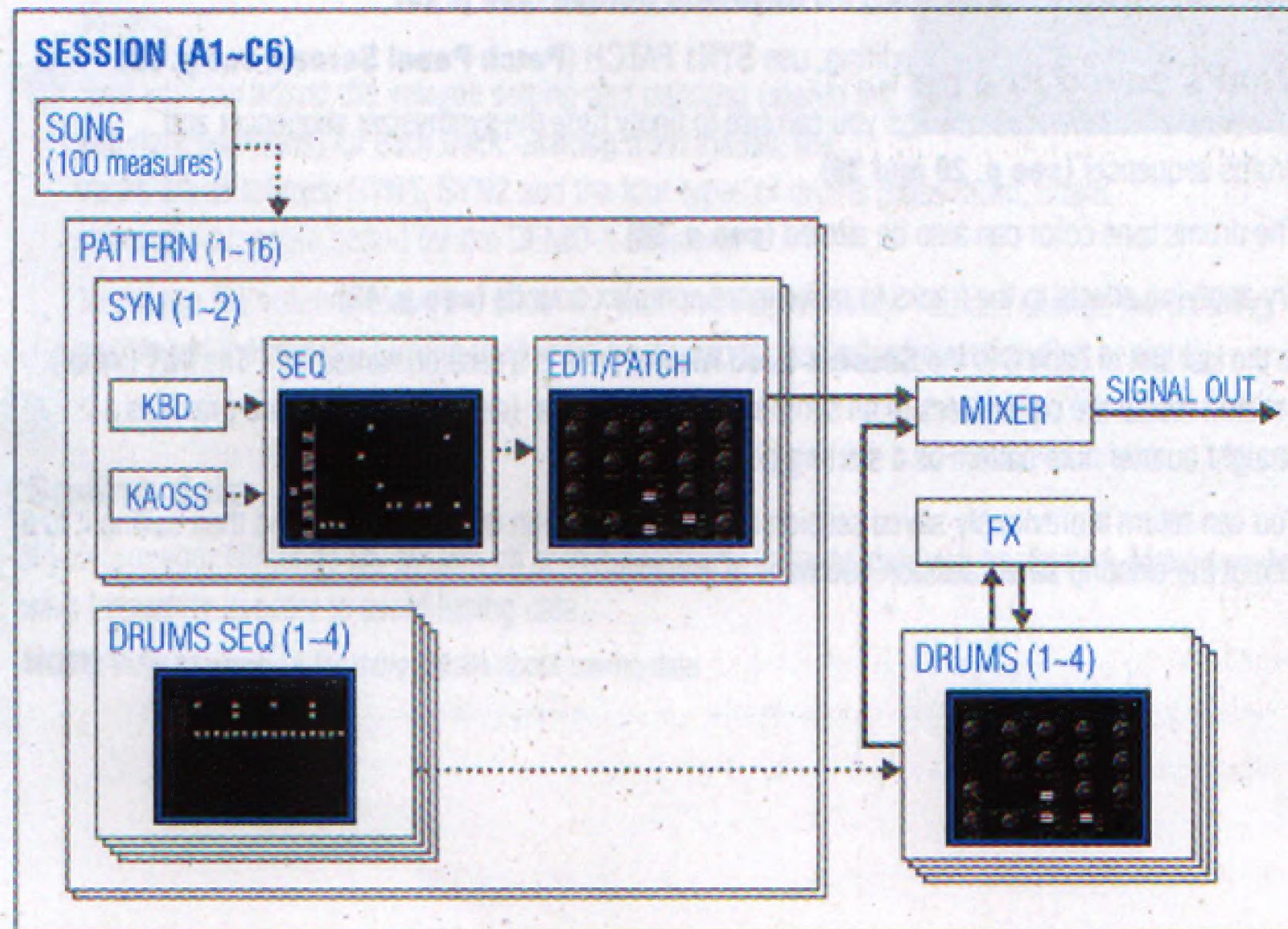
## Getting to grips with KORG DS-10

- Try following the same procedure shown in Steps 4 to 19 to change the tone color and phrase for Synthesizer 2 (SYN2).
- You can also record phrases using the **Keyboard Screen** (see p. 23).
- For more advanced tone color editing, use SYN1 PATCH (**Patch Panel Screen**, see p. 33).
- There are also advanced settings you can use to finely tune the synthesizer sequencer and drums sequencer (see p. 20 and 36).
- The drums tone color can also be altered (see p. 38).
- Try applying effects to the tracks to make more complex sounds (see p. 42).
- In the last slot of bank C in the **Session Load Menu**, there is a session named INIT. The INIT (initial) session resets the parameters of all synthesizers to a neutral (default) position and provides a straight quarter note pattern as a starting point.

You can return a previously saved session to an initial session by loading INIT and then saving it to a slot of the existing saved session you want to initialize.

## Saving and loading sessions

KORG DS-10 manages created patterns and songs as sessions. This structure of a session is shown in the following diagram.



### What's saved in a session?

One song, 16 patterns, the drums tone color and the settings for MIXER, FX, SWING and BPM (beats per minute). The drums tone color and settings for MIXER, FX, SWING and BPM are shared across the whole session. Up to 18 sessions can be saved.

### What's saved in a pattern?

The SYN SEQ, KBD, KAOSS, EDIT, PATCH settings for the two synthesizers, the settings for all 4 tracks of the DRUMS SEQ and STEP settings.

### Saving

To save data, touch the **SAVE** button at the bottom right of the **Map Screen**. The **Session Save Menu** will be displayed. Touch the desired session save slot using the stylus and then touch **YES**. In order to rename and save a session, select **SAVE AS**. When you have entered a name for the session, touch **ENTER** then touch **YES**.

### Loading

To load a session from the options **SINGLE PLAYER**, **MULTIPLAYER** or **DATA EXCHANGE**, touch the desired session from the **Session Load Menu** using the stylus and then touch **YES**.

# MENU

## ① SINGLE PLAYER

Touch this button to play KORG DS-10 individually.

In the **Session Load Menu**, select the session you wish to load by touching it with the stylus and then tap YES. There are six sessions in each one of the banks A to C, making a total of 18 sessions.

Demo sessions are displayed at the bottom of bank A and B. Please note that these demo sessions cannot be overwritten.



## ② MULTIPLAYER

Touch this button for DS Wireless Communications between two or more Nintendo DS systems using KORG DS-10.

Once you have selected the desired session following the same procedure as for SINGLE PLAYER, you will need to set up the systems for wireless communications.

**HOST**..... The system set to HOST will be the main unit.

**CLIENT**..... The system set to CLIENT will be the sub unit.

Refer to MULTIPLAYER (see p. 46) for more details.



## ③ DATA EXCHANGE

Touch this button whenever you want to exchange session data.

**UPLOAD**..... Allows you to send a session to another DS system. First select this option and then touch the session you wish to send.

**DOWNLOAD**..... Allows you to receive a session from another DS system.

Refer to DATA EXCHANGE (see p. 48) for more details.

## ④ OPTIONS

### SCREEN

**BRIGHTNESS**..... Adjust the brightness of the screen to one of three levels.

### BUTTON

**CONFIG**..... Change the button settings.

1 is the default setting, while 2 sets the button configuration as follows:

**+** Control Pad ..... Press Up on the **+** Control Pad to play or stop the song or pattern.

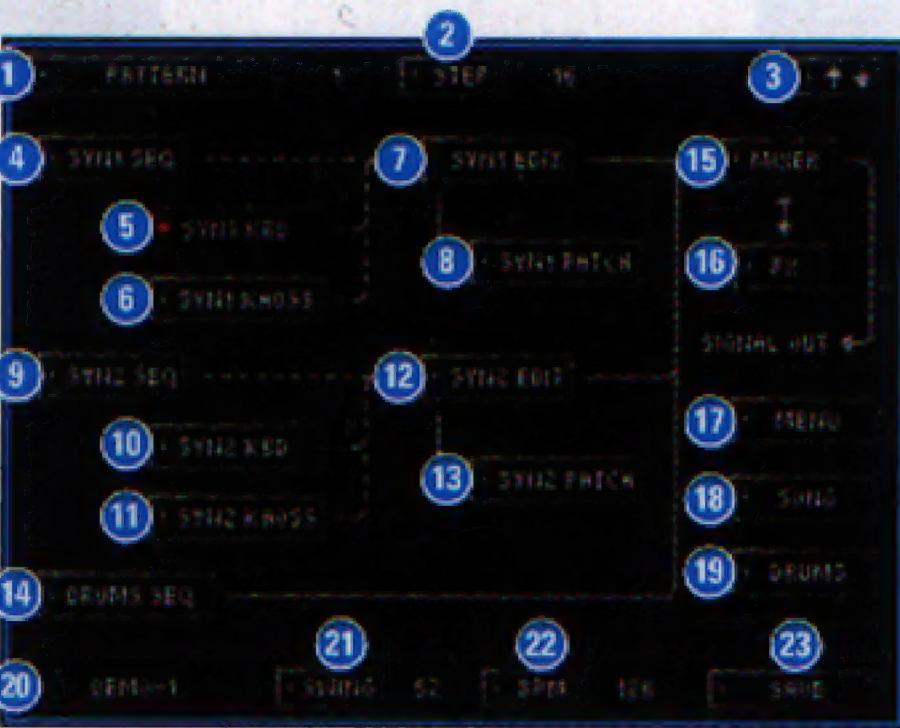
A Button/B Button/

X Button/Y Button..... Moves the selection LED on the **Map Screen** and changes the Touch Screen view to the selected screen.

R Button..... Switches between the Top Screen and the Touch Screen.



From here you can navigate the different menus and also change session-wide settings. To select an item from the **Map Screen**, tap the  button to call up the **Map Screen** on the Touch Screen and then touch the appropriate button.

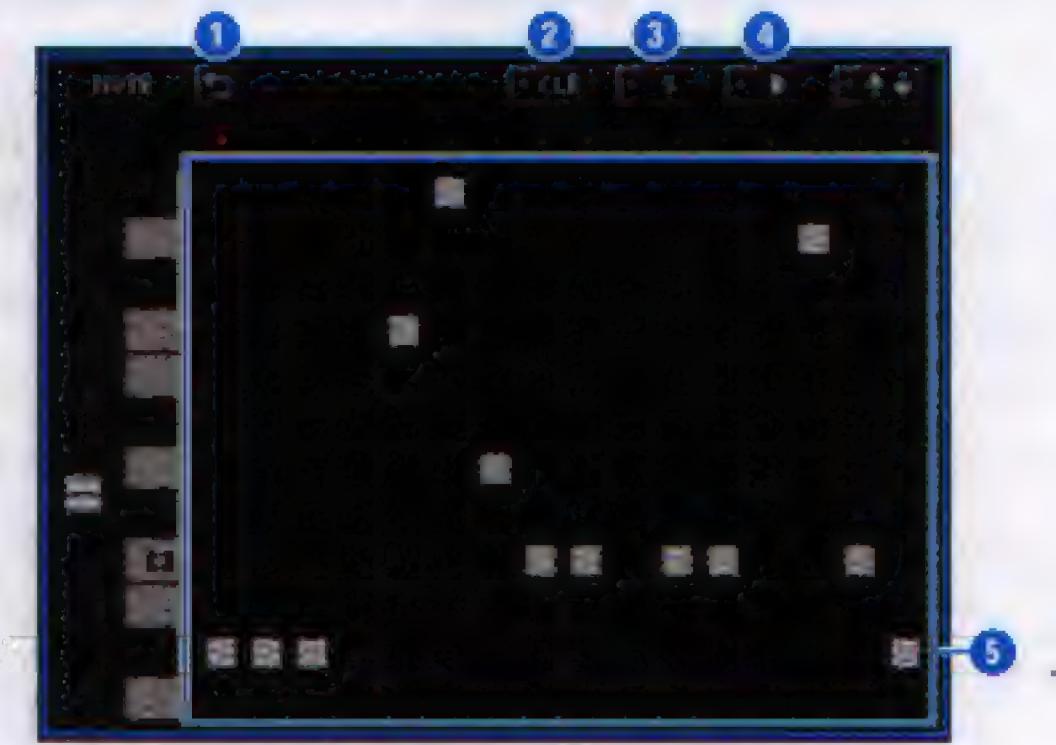


- ① PATTERN ..... Displays the **Pattern Screen** where you can select a pattern to edit (see p. 44).
- ② STEP ..... Sets the number of steps that make up one pattern.
- ③  button ..... Swaps the display of the Top Screen and Touch Screen.
- ④ SYN1 SEQ ..... Displays the **Synthesizer Sequencer Screen** of Synthesizer 1 (see p. 20).
- ⑤ SYN1 KBD ..... Displays the **Keyboard Screen** of Synthesizer 1 (see p. 23).
- ⑥ SYN1 KAOSS ..... Displays the **KAOSS Pad Screen** of Synthesizer 1 (see p. 25).
- ⑦ SYN2 SEQ ..... Displays the **Synthesizer Sequencer Screen** of Synthesizer 2 (see p. 20).
- ⑧ SYN2 KBD ..... Displays the **Keyboard Screen** of Synthesizer 2 (see p. 23).
- ⑨ SYN2 KAOSS ..... Displays the **KAOSS Pad Screen** of Synthesizer 2 (see p. 25).
- ⑩ DRUMS SEQ ..... Displays the **Drums Sequencer Screen** (see p. 36).
- ⑪ DRUMS ..... Displays the **Drums Edit Screen** (see p. 38).
- ⑫ SESSION ..... Displays the name of the session being edited.
- ⑬ SWING ..... Sets the amount of swing.
- ⑭ BPM (Beats Per Minute) ... Sets the tempo.
- ⑮ SAVE ..... Stores a session (see p. 14). Up to 18 sessions can be saved.

- ⑯ PATTERN ..... Displays the **Pattern Screen** where you can select a pattern to edit (see p. 44).
- ⑰ STEP ..... Sets the number of steps that make up one pattern.
- ⑱  button ..... Swaps the display of the Top Screen and Touch Screen.
- ⑲ SYN1 EDIT ..... Displays the **Synthesizer Edit Screen** of Synthesizer 1 (see p. 29).
- ⑳ SYN1 PATCH ..... Displays the **Patch Panel Screen** of Synthesizer 1 (see p. 33).
- ㉑ SYN2 SEQ ..... Displays the **Synthesizer Sequencer Screen** of Synthesizer 2 (see p. 20).
- ㉒ SYN2 EDIT ..... Displays the **Synthesizer Edit Screen** of Synthesizer 2 (see p. 29).
- ㉓ SYN2 PATCH ..... Displays the **Patch Panel Screen** of Synthesizer 2 (see p. 33).
- ㉔ DRUMS SEQ ..... Displays the **Drums Sequencer Screen** (see p. 36).
- ㉕ MIXER ..... Displays the **Mixer Screen** (see p. 40).
- ㉖ FX ..... Displays the **Effects Screen** (see p. 42).
- ㉗ MENU ..... Returns to the **Menu Screen** (see p. 16).
- ㉘ SONG ..... Displays the **Song Screen** where a song can be created by arranging patterns (see p. 45).
- ㉙ DRUMS ..... Displays the **Drums Edit Screen** (see p. 38).
- ㉚ SESSION ..... Displays the name of the session being edited.
- ㉛ SWING ..... Sets the amount of swing.
- ㉜ BPM (Beats Per Minute) ... Sets the tempo.
- ㉝ SAVE ..... Stores a session (see p. 14). Up to 18 sessions can be saved.

## SYN1/2 SEQ (Synthesizer Sequencer)

Input or edit the notes played by the synthesizer on this screen.

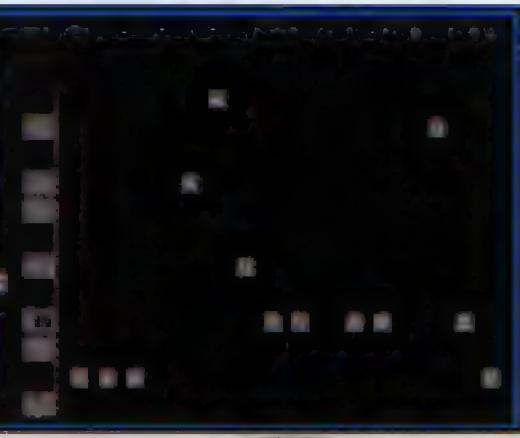


- ① ■ button ..... Switches between editable parameters (NOTE, GATE, VOLUME, PAN, KAOSS X/Y).
- ② CLR (Clear) button ..... Clears all data except for KAOSS X/Y data (see p. 22).
- ③ S (Solo) button ..... Plays only the sounds of the tracks selected as Solo.
- ④ ■ button ..... Plays or stops a pattern.
- ⑤ Squares ..... Add notes by touching a blank square with the stylus. Touch a filled square again to make it blank. The horizontal axis represents the timing.

**NOTE:** These functions are common to the **Edit Screen** of each parameter.

### NOTE

You can add notes and alter the pitch of each step. The keyboard shown vertically to the left shows the pitch. The pitch becomes higher as you move upwards. Slide the scroll bar on the left edge to change the range of pitch you can use.



### GATE

You can adjust the length of the note played in each step. LEGATO ties a note to the note of the following step to the right. The percentage values allow you to change the length of a note from the standard of 100%.



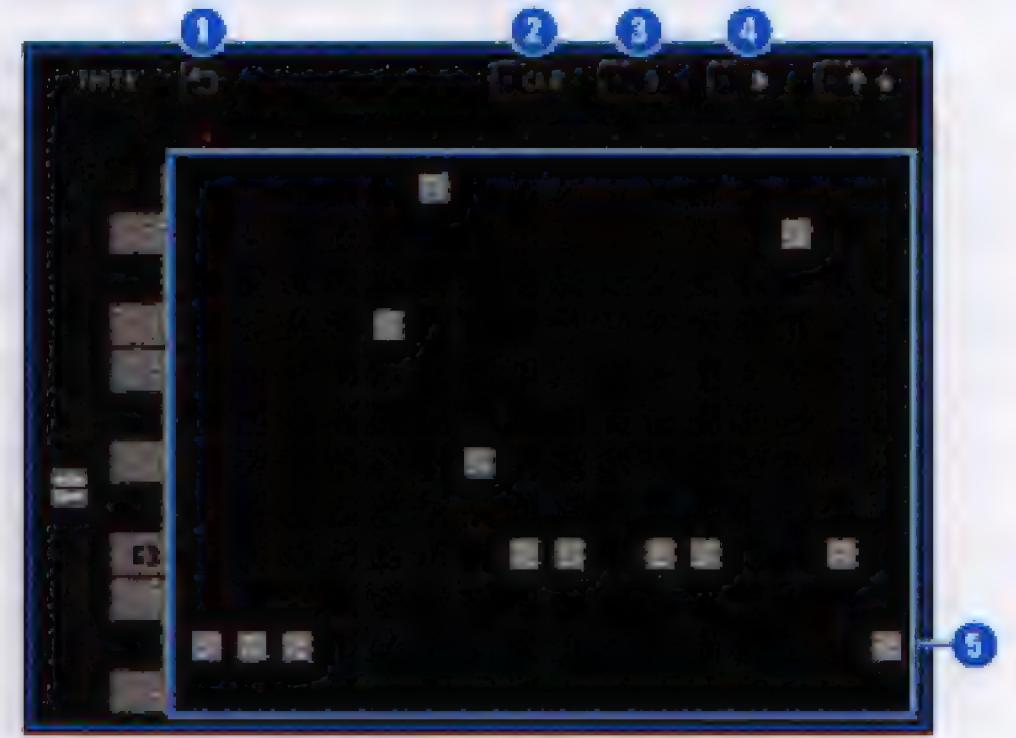
### VOLUME

You can change the volume of a note for each step. There are 12 volume levels from the lowest (MIN) to the highest (MAX).



## SYN1/2 SEQ (Synthesizer Sequencer)

Input or edit the notes played by the synthesizer on this screen.



- ① ■ button ..... Switches between editable parameters (NOTE, GATE, VOLUME, PAN, KAOSS X/Y).
- ② CLR (Clear) button ..... Clears all data except for KAOSS X/Y data (see p. 22).
- ③ S (Solo) button ..... Plays only the sounds of the tracks selected as Solo.
- ④ ■ button ..... Plays or stops a pattern.
- ⑤ Squares ..... Add notes by touching a blank square with the stylus. Touch a filled square again to make it blank. The horizontal axis represents the timing.

**NOTE:** These functions are common to the **Edit Screen** of each parameter.

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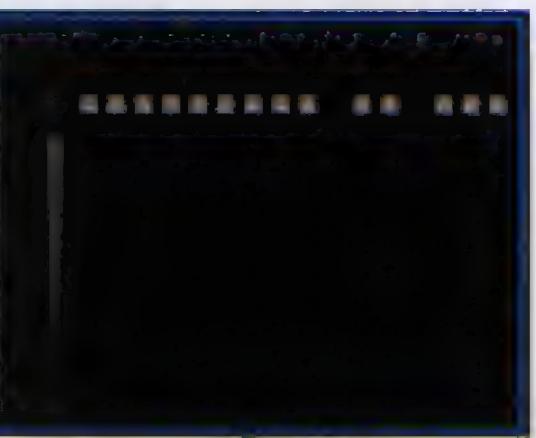
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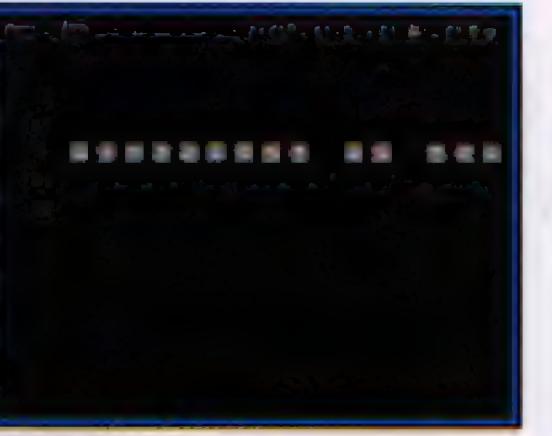
### VOLUME

You can change the volume of a note for each step. There are 12 volume levels from the lowest (MIN) to the highest (MAX).



## PAN

You can change the stereo position for each step. C is a sound played in the center, L1 and L2 are sounds that are played from the left, and R1 and R2 are sounds played from the right. L1 and R1 are sounds that are played between the center and L2 and R2, respectively.



## KAOSS X/Y

Here you can edit the parameter values that you have recorded using KAOSS Pad 3 (see p. 25). Editing is done on a 12-level grid. Please note that these parameter values can be deleted by using the CLR (Clear) button on the **KAOSS X/Y Edit Screen** or by turning the white squares to blank by touching them. Clearing data on any of the other **Edit Screens** does not affect them.



## SYN1/2 KBD (Keyboard)

A keyboard is displayed on this screen. Sounds are made by touching the keys using the stylus.



When you play the keyboard and the button is turned on, the sounds played are produced in time with the tempo.

When the button is turned off, the sounds are produced in real-time.

- ① OCT+ ..... Raises the range that can be performed by an octave.
- ② OCT- ..... Lowers the range that can be performed by an octave.
- ③ Octave LED ..... Displays the current register.
- ④ Load or Save  
Program button ..... This shows the tone color currently being used. You can load and save the tone color by touching this button and then selecting the corresponding option with the stylus. (see p. 29)
- ⑤ S (Solo) button ..... Plays only the sounds of the tracks selected as Solo.
- ⑥ ■ button ..... Touch this button to activate the recording function and record a phrase. The recorded notes can be edited on the **Synthesizer Sequencer Screen**.
- ⑦ ■ button ..... Plays or stops a pattern.
- ⑧ Keyboard ..... Touch the keyboard with the stylus to play music.

## SYN1/2 KAOSS (KAOSS Pad)

On this screen, you can play music by sliding the stylus around the pad. The sound created will depend on the parameters of the X and Y axes.



For instance, on KAOSS Pad 1, the NOTE (Pitch) parameter is set on the X axis and the GATE parameter (Sound Length) is set on the Y axis. Slide the stylus horizontally to change the pitch and slide the stylus vertically to change the length of the note.

① The NOTE (Pitch) is preset on KAOSS X and the GATE (Sound Length) is preset on KAOSS Y. The key and scale can be adjusted in SET.

② PAN (Sound Stereo Position) is preset on KAOSS X and VOL (Volume) is preset on KAOSS Y.

③ The default settings CUTOFF and PEAK can be replaced by any synthesizer parameter on KAOSS X and KAOSS Y.

④ SET..... This button displays the **Setting Screen** for pads 1 and 3. For pad 1, you can alter the KEY and the SCALE, and for pad 3, you can chose the parameters used for X and Y. The data recorded on pad 3 can be altered in the **KAOSS X/Y Edit Screen**.

⑤ HLD (Hold) and SMT (Smooth)..... HLD updates data at each step. SMT smoothly links data.

⑥ S (Solo) button..... Plays only the sounds of the tracks selected as Solo.

⑦ button..... Touch this button to record a phrase or parameter. The recorded data can be modified in the **Synthesizer Edit Screen**.

⑧ button..... Plays or stops a pattern.

⑨ Y axis parameter..... Displays the parameter set on the Y axis (GATE, VOL, etc.).

⑩ X axis parameter..... Displays the parameter set on the X axis (NOTE, PAN, etc.).

⑪ KAOSS Pad..... Change sounds by touching or sliding on the screen with the stylus.

**Scale Table**

| No. | Display | Scale name             | Scale (key of C)                           |
|-----|---------|------------------------|--|
| 1.  | CHROMA  | Chromatic              | C, Db, D, Eb, E, F, Gb, G, Ab, A, Bb, B, C |
| 2.  | IONIAN  | Ionian                 | C, D, E, F, G, A, B, C                     |
| 3.  | DORIAN  | Dorian                 | C, D, Eb, F, G, A, Bb, C                   |
| 4.  | PHRYGI  | Phrygian               | C, Db, Eb, F, G, Ab, Bb, C                 |
| 5.  | LYDIAN  | Lydian                 | C, D, E, F#, G, A, B, C                    |
| 6.  | MIXLYD  | Mixolydian             | C, D, E, F, G, A, Bb, C                    |
| 7.  | AEOLIA  | Aeolian                | C, D, Eb, F, G, Ab, Bb, C                  |
| 8.  | LOCRIA  | Locrian                | C, Db, Eb, F, Gb, Ab, Bb, C                |
| 9.  | MBLUES  | Major Blues            | C, Eb, E, G, A, Bb, C                      |
| 10. | mBLUES  | minor Blues            | C, Eb, F, Gb, G, Bb, C                     |
| 11. | DIM     | Diminished             | C, D, Eb, F, F#, G#, A, B, C               |
| 12. | COMDIM  | Combination Diminished | C, Db, Eb, E, F#, G, A, Bb, C              |
| 13. | MPENTA  | Major Pentatonic       | C, D, E, G, A, C                           |
| 14. | mPENTA  | minor Pentatonic       | C, Eb, F, G, Bb, C                         |
| 15. | RAGA1   | Raga Bhairav           | C, Db, E, F, G, Ab, B, C                   |
| 16. | RAGA2   | Raga Gamanasrama       | C, Db, E, F#, G, A, B, C                   |

| No. | Display | Scale name           | Scale (key of C)              |
|-----|---------|----------------------|-------------------------------|
| 17. | RAGA3   | Raga Todi            | C, Db, Eb, F#, G, Ab, B, C    |
| 18. | SPANISH | Spanish Scale        | C, Db, Eb, E, F, G, Ab, Bb, C |
| 19. | GYPSY   | Gypsy Scale          | C, D, Eb, F#, G, Ab, B, C     |
| 20. | ARABIA  | Arabian Scale        | C, D, E, F, Gb, Ab, Bb, C     |
| 21. | EGYPT   | Egyptian Scale       | C, D, F, G, Bb, C             |
| 22. | HAWAII  | Hawaiian Scale       | C, D, Eb, G, A, C             |
| 23. | PELOG   | Bali Island Pelog    | C, Db, Eb, G, Ab, C           |
| 24. | JAPAN   | Japanese Miyakobushi | C, Db, F, G, Ab, C            |
| 25. | RYUKYU  | Ryukyu Scale         | C, E, F, G, B, C              |
| 26. | WHOLE   | Wholotone            | C, D, E, Gb, Ab, Bb, C        |
| 27. | m3RD    | m3rd Interval        | C, Eb, Gb, A, C               |
| 28. | M3RD    | M3rd Interval        | C, E, Ab, C                   |
| 29. | 4TH     | 4th Interval         | C, F, Bb, C                   |
| 30. | 5TH     | 5th Interval         | C, G, C                       |
| 31. | OCTAVE  | Octave Interval      | C, C                          |

## SYN1/2 EDIT (Synthesizer Edit)

Edit the synthesizer tone color on this screen.



① Load or Save Program button ..... This shows the tone color currently being used. You can load and save the tone color by touching the corresponding options with the stylus.

### Loading a preset tone color

Touch the Load or Save Program button to see a list of preset tone colors. There are eight preset tone colors for each of banks A to C, making a total of 48 presets. Touch the tone color name you want to use and touch YES to load the corresponding preset tone color.

### Renaming a preset tone color

Select SAVE AS to rename a tone color before saving it. Once the name has been input, touch ENTER and then touch YES.

② S (Solo) button ..... Plays only the sounds of the tracks selected as Solo.  
③ ▶ button ..... Plays or stops a pattern.

## PITCH

④ OCTAVE ..... Sets the octave at which sounds are being produced.  
⑤ PORTA (Portamento) .... Smoothly ties together two notes of different pitches. The further the knob is turned to the right, the longer it will take to reach the target pitch.  
⑥ EG INT (Envelope Generator Intensity) .... Sets the degree to which the Envelope Generator is applied to pitch.

## VCO (Voltage Controlled Oscillator)

⑦ VCO1 and VCO2 ..... Selects between triangular wave, saw-tooth wave, pulse wave and white noise.  
⑧ BALANCE ..... Sets the mix balance of VCO1 and VCO2.  
⑨ VCO2 PITCH (Oscillator 2 Pitch) .... Sets the VCO2 pitch in fine increments. When white noise is selected for VCO2, this adjusts the tone color of the white noise.  
⑩ VCO SYNC (Oscillator Synchronization) ..... Turn the switch ON by sliding on the screen with the stylus to synchronize the oscillators and create a more complex waveform. When VCO SYNC is on, turning the VCO2 PITCH knob no longer changes the pitch but the timbre of VCO2.

## VCF (Voltage-Controlled Filter)

⑪ CUTOFF ..... Adjusts the cutoff frequency of the filter and sets the amount of sound that is cut off.  
⑫ PEAK ..... Accentuates the sound near the cutoff frequency of the filter and adds character to the effect of the filter.  
⑬ EG INT (Envelope Generator Intensity) .... Sets the degree to which the Envelope Generator is applied to the filter.  
⑭ TYPE ..... Slide the switch using the stylus to select the type of filter to be used.  
LPF (Low Pass Filter): Lets only low frequencies pass by cutting the high note range and rounds the tone color.  
HPF (High Pass Filter): Lets only high frequencies pass by cutting the low note range and makes tone color sharp.  
BPF (Band Pass Filter): Cuts high notes and low notes outside a predetermined frequency range and lets only the remaining frequencies pass.

## EG (Envelope Generator)

⑮ ATTACK ..... Sets the time for the sound to reach full volume of EG.  
⑯ DECAY ..... Specifies the time until the volume set for SUSTAIN is reached.  
⑰ SUSTAIN ..... Sets the volume to be reached after the time set for DECAY has elapsed.  
⑱ RELEASE ..... Sets the time for the sound to fade out after note (key) is released.

## VCA (Voltage-Controlled Amplifier)

- 19 LEVEL .... Adjusts the volume.
- 20 DRIVE .... Adds distortion to a sound. The distortion is intensified by turning the knob to the right.\*
- 21 VCA EG (Amplifier Envelope Generator) .... Selects the method to manipulate the VCA.
  - EG (Envelope Generator): Volume will fade out according to the EG settings.
  - GATE: Volume will fade out according to the GATE settings, independent of EG.

\* For best results, this knob should be turned all the way up at all times.

## SYN1/2 PATCH (Synthesizer Patch Panel)

On this screen you can do more advanced editing of the synthesizer tone color using a patch panel. Connect patch cables by sliding the stylus between one of the bottom jacks (Modulation Source) and one of the top jacks (Modulation Target).



① Load or Save

Program button ..... Displays the tone color being edited. You can load or save a tone color by touching the button with the stylus (see p. 29).

② S (Solo) button ..... Plays only the sounds of the tracks selected as Solo.

③  button ..... Plays or stops a pattern.

④ MG (Modulation Generator) ..... The Modulation Generator speed can be synchronized with the tempo by using the stylus to slide the switch to BPM.

⑤ FREQ (Frequency) ..... Sets the Modulation Generator speed.

⑥ MG WAVE OUT ..... Outputs the Modulation Generator.

 Outputs a triangular wave.

 Outputs a saw-tooth wave.

 Outputs a pulse wave.

S&H (Sample & Hold) Outputs random values.

⑦ EG ..... Outputs the Envelope Generator signal.

⑧ VC02 ..... Outputs the Voltage-Controlled Oscillator 2 signal.

⑨ PITCH IN ..... Inputs an arbitrary modulation source to be applied to the pitch of both oscillators. The degree of the modulation is selected using the top knob.

⑩ VC01 PITCH IN ..... Inputs an arbitrary modulation source to be applied to the pitch of Voltage-Controlled Oscillator 1. The degree of the modulation is set using the top knob.

⑪ VC02 PITCH IN ..... Inputs an arbitrary modulation source to be applied to the pitch of Voltage-Controlled Oscillator 2. The degree of the modulation is set using the top knob.

⑫ CUTOFF IN ..... Inputs an arbitrary modulation source to be applied to the cutoff frequency. The degree of the modulation is set using the top knob.

⑬ VCA IN ..... Inputs an arbitrary modulation source to be applied to the volume. The degree of the modulation is set using the top knob.

### When adding or subtracting MG or EG signal

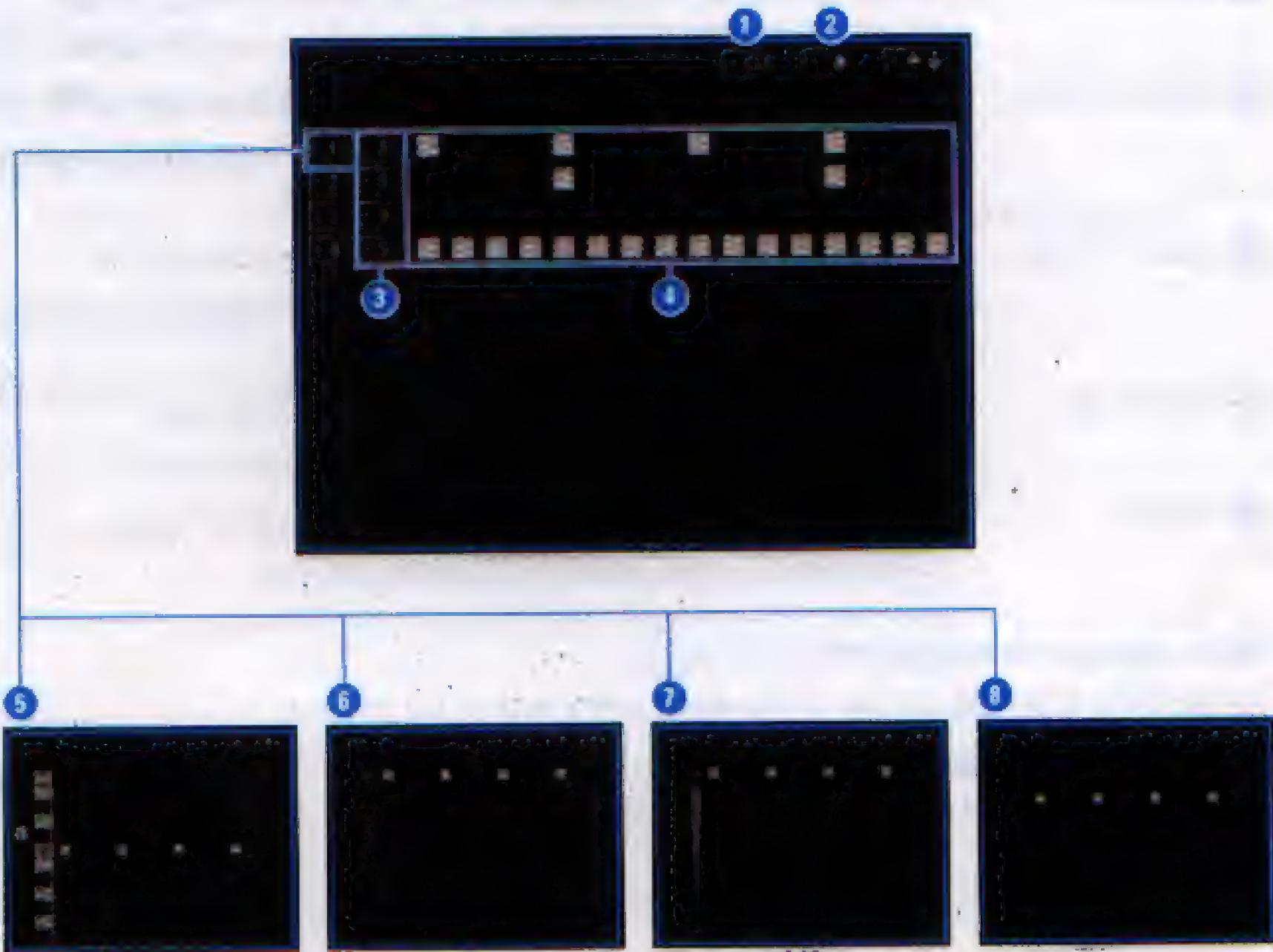
Turn the knobs to the right or to the left (the knob's central position has no effect).

### When adding VC02 signal

Turn the knob to the right (the knob's minimum value has no effect).

## DRUMS SEQ (Drums Sequencer)

Input or edit the beats played by the drums module using this screen.



- ① CLR (Clear) button ..... Clears all data.
- ② button ..... Plays or stops a pattern.
- ③ S (Solo) button ..... Plays only the sounds of the tracks selected as Solo.
- ④ Squares ..... Data can be input by touching a blank square with the stylus. Touch a white square again to revert it to blank. The horizontal axis represents the timing.
- ⑤ NOTE ..... You can input and alter the pitch of a beat for each step.
- ⑥ GATE ..... You can change the length of a beat for each step.
- ⑦ VOLUME ..... You can change the volume of a beat for each step.
- ⑧ PAN ..... You can change the stereo position of the beat for each step.

The numbers 1 to 4 at the left edge of the screen correspond to the tone color of drum pads 1 to 4. It is possible to edit the sequencer parameters of each track in detail by touching the appropriate button number.

Using the drums sequencer is basically the same as the synthesizer sequencer (see p. 20).

- KAOSS X/Y is not included among the drums sequencer parameters.
- 1 SHOT is added to the drums sequencer GATE values (see screen 6 on the previous page). By selecting 1 SHOT, a drum sound will be played until the next note is triggered.

## DRUMS (Drums Edit)

Use this screen to create or edit the tone color of each drum. You can also record a rhythm pattern in real-time by turning the  button on and touching the drum pad with the stylus.



### Creating or editing the drums tone color

1. After touching the EDIT button, select the drum pad for which you would like to create or edit the tone color.
2. The same screen as the **Synthesizer Edit Screen** (see p. 29) is displayed. Here you can create or edit the tone color. Please note that the **Drums Edit Screen** does not include knobs for PORTA (Portamento) and RELEASE.
3. When you have finished, touch the  button to call the **Drums Edit Selection Screen** up on the Touch Screen and select OK.



### Drums Edit Selection Screen

DRUM ..... Displays the number of the drum pad being edited.

DRUM EDIT ..... Displays the same screen as the **Synthesizer Edit Screen** (see p. 29).

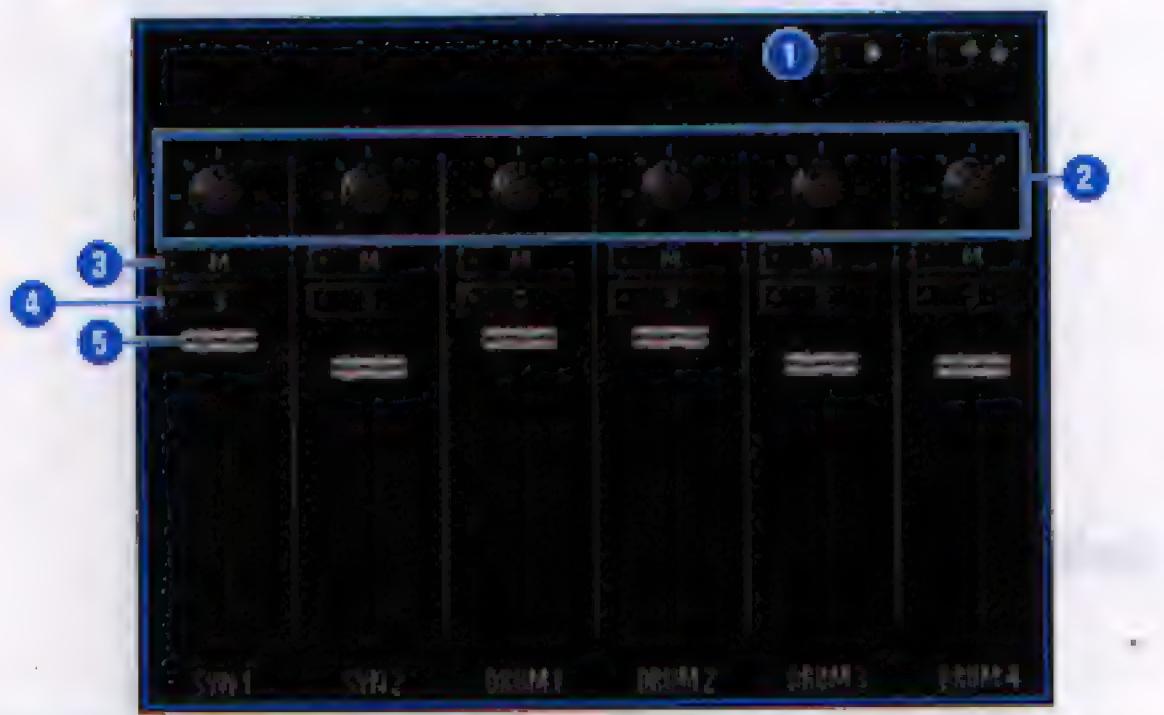
DRUM EDIT PATCH .... Displays the same screen as the **Patch Panel Screen** used for SYN1/2 PATCH (Synthesizer Patch Panel) (see p. 33).

DRUM FX ..... Here you can apply effects to the drums. The basic functions and controls are the same as for FX (Effects) (see p. 42).

OK ..... Returns to the **Drum Pad Screen**. When you touch this button, the drums tone color that you were just editing will be assigned to the active drum pad.

## MIXER

On this screen you can adjust the volume, pan, etc. of each track.



- 1 button ..... Plays or stops a pattern.
- 2 Pan knobs ..... Edits the stereo position of the track.
- 3 M (Mute) button ..... Silences the track.
- 4 S (Solo) button ..... Plays only the sounds of the tracks selected as Solo.
- 5 Fader ..... Adjusts the volume of the track.

## FX (Effects)

The various effects that can be applied to a sound are set on this screen. One of these three effects, **DELAY**, **FLANGER** and **CHORUS**, can be assigned to selected tracks.



### ① DELAY

Adds an echo effect to a sound.

**SYNC** ..... Synchronizes the delay time to the session's tempo when the switch is turned to **BPM**.

**DELAY TIME** ..... Sets the time at which the delay will be repeated.

**L/R RATIO** ..... Sets the ratio of the delay time on the stereo left or right. When this knob is in the central position, the delay times of the stereo left and right are the same, but when it is turned to the left, the delay on the stereo left gets faster. Likewise, when the knob is turned to the right, the delay on the stereo right gets faster.

**FEEDBACK** ..... Sets the length of time for which the delay will be repeated.

**DRY/WET** ..... Sets the degree of the effect. When turned to the **DRY** side, the original sound will be more intense. When turned to the **WET** side, the effect sound will be more intense.

### ② FLANGER

Imparts a metallic effect to a sound. A sweeping effect is obtained by applying **DEPTH** and **FEEDBACK**.

#### **LFO FREQ (Low Frequency Oscillator)**

... Sets the speed with which the effect is applied.

**DEPTH** ..... Sets the depth to which Low Frequency Oscillator is applied.

**FEEDBACK** ..... Sets the intensity of the metallic effect created through flanging.

**DRY/WET** ..... Sets the degree of the effect. When turned to the **DRY** side, the original sound will be more intense. When turned to the **WET** side, the effect sound will be more intense.

### ③ CHORUS

Depth is added to the original sound by overlapping sounds.

**LFO FREQ** ..... Sets the speed with which the effect is applied.

**DEPTH** ..... Sets the depth with which the effect is applied.

**DRY/WET** ..... Sets the degree of the effect. When turned to the **DRY** side, the original sound will be more intense. When turned to the **WET** side, the effect sound will be more intense.

## PATTERN

Use this screen to select a pattern for editing or playback. During playback, it is possible to switch the patterns in real-time, by touching the appropriate button.

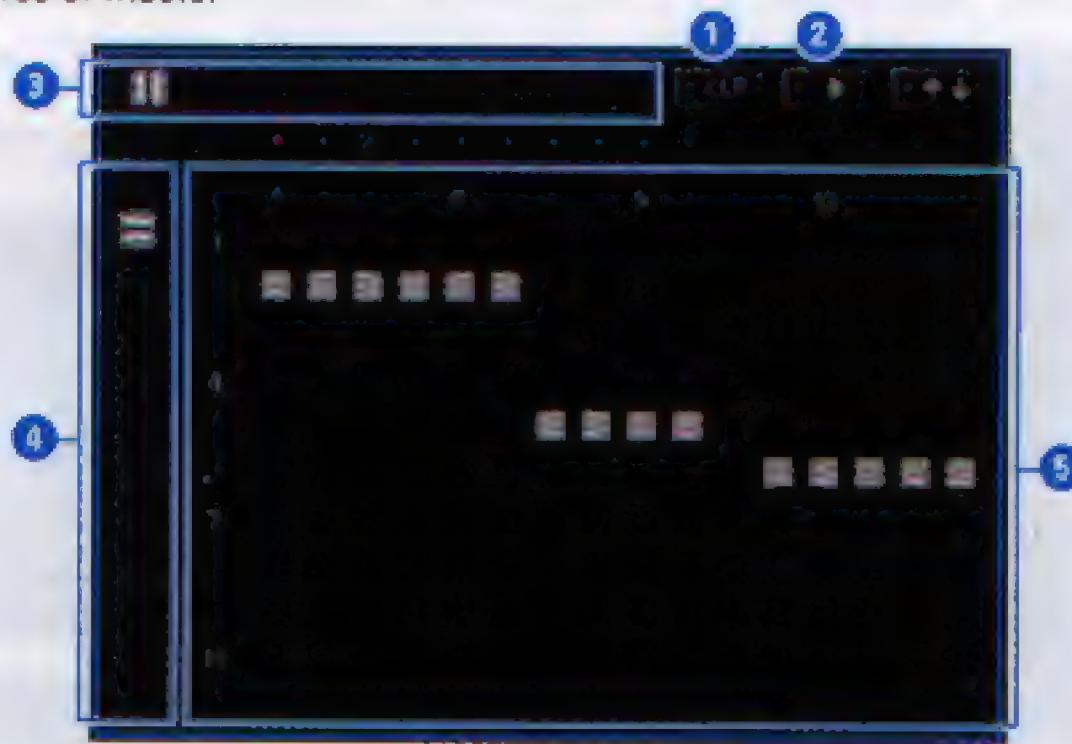


- ① COPY ..... Once you have selected the pattern you want to copy, press this button. Then touch another pattern button to paste the pattern to that location.
- ② LOCK ..... If you touch a pattern button when the lock is off, the pattern will play immediately. If the lock is on, the pattern will start directly after the end of the pattern currently playing.
- ③ button ..... Plays or stops a pattern.
- ④ PTN1 to PTN16 ... Selects the pattern to be edited or played.
- ⑤ M (Mute) button . Silences the sound of the track.
- ⑥ S (Solo) button ... Plays only the sounds of the tracks selected as Solo.

**NOTE:** The M (Mute) and S (Solo) buttons are linked to the mixer's M and S buttons.

## SONG

You can compose songs on this screen by lining up patterns in order. It is possible to line up a maximum of 100 measures of music.



- ① CLR (Clear) button ..... Clears all data displayed on the screen.
- ② button ..... Plays or stops a song.
- ③ Top scroll bar (measures) . The measure display range can be moved by sliding the top scroll bar using the stylus.
- ④ Left scroll bar (patterns) .... The pattern display range can be moved by sliding the left scroll bar using the stylus.
- ⑤ Squares..... The horizontal direction represents measures and the vertical direction represents patterns. Squares can be placed as desired by touching the grid.

When you touch the button while a song is being played, the red LED indicating the measure currently playing moves to the left edge and stops. Touch the button again to start playing from that starting point. It is possible to play a song from any given measure by scrolling the top bar to the desired position.

## Multiplayer Mode and Data Exchange

With KORG DS-10, it is possible to communicate with a nearby Nintendo DS system using DS Wireless Communications. There are two forms of DS Wireless Communications: MULTIPLAYER where up to eight systems using KORG DS-10 can play together, and DATA EXCHANGE where session data can be exchanged.

### MULTIPLAYER

Two or more users can play together in the **Multiplayer Mode**. There can be a maximum of seven CLIENT systems to one HOST system, and they all can start to play together simultaneously. Use the following procedure to start MULTIPLAYER:

#### HOST system

- 1 Select MULTIPLAYER from the **Main Menu**.
- 2 The **Session Load Screen** will appear. Touch the session you wish to load and then touch YES.
- 3 The **HOST and CLIENT Selection Screen** will be displayed. Touch HOST.
- 4 The message START LINK? will be displayed. Touch YES. The ID displayed on the screen will be the ID of the HOST DS system.
- 5 Once connected with the CLIENT systems, the number of connected systems and the message START MULTIPLAYER? will be displayed. Touch YES.



- 6 A MULTIPLAYER session can only be started or stopped by the HOST system. Moreover, BPM, SWING, STEP, SONG or drums tone color cannot be edited or created during a MULTIPLAYER session; nor can preset tone colors be used, and tone colors cannot be saved or loaded.

#### CLIENT system

- 1 Select MULTIPLAYER from the **Main Menu**.
- 2 The **Session Load Screen** will appear. Touch the session you wish to load and then touch YES.
- 3 The **HOST and CLIENT Selection Screen** will be displayed. Touch CLIENT.
- 4 The message START LINK? will be displayed. Touch YES. You will see the ID number of any HOST system that has started DS Wireless Communications. Select the ID of the HOST you wish to link to. Once the HOST accepts the connection, MULTIPLAYER will start.
- 5 Only the HOST system can start or stop a session during MULTIPLAYER. Moreover, BPM, SWING, STEP, SONG or drums tone color cannot be edited or created during a MULTIPLAYER session; nor can preset tone colors be used, and tone colors cannot be saved or loaded.



## DATA EXCHANGE

With this option, you can exchange session data between two or more Nintendo DS systems using KORG DS-10. Uploaded session data can be downloaded by up to seven systems.

Use the following procedure to start DATA EXCHANGE:

### UPLOAD system

- 1 Select DATA EXCHANGE from the **Main Menu**.
- 2 The **Upload and Download Selection Screen** will appear. Touch UPLOAD to display the sessions and select the session you would like to upload by touching it with the stylus.
- 3 The message START LINK? will be displayed. Touch YES.
- 4 When the system that will receive the data (CLIENT system) is connected, the message START UPLOAD? will be displayed. Touch YES.



### DOWNLOAD system

- 1 Select DATA EXCHANGE from the **Main Menu**.
- 2 The **Upload and Download Selection Screen** will appear. Touch DOWNLOAD to display the message START LINK? and then touch YES.
- 3 The ID of any data upload systems (HOST system) will be displayed. Select the ID of the HOST you wish to link to.
- 4 The session data will download when the HOST system starts the upload.



### IMPORTANT

If you experience difficulties with DS Wireless Communications please use one of the following methods to stop the connection:

- Return to the **Main Menu**.
- Close one of the DS systems.
- Turn off the power.

## DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

### The Things You'll Need

- Nintendo DS system ..... One for each player
- KORG DS-10 Game Card ... One for each player

### Connection Procedures

1. Make sure that the power is turned off on all systems, and insert the Game Card into each system.
2. Turn the power on. If the **Start-up Mode** of your system is set to **MANUAL MODE**, the **Nintendo DS Menu Screen** will be displayed. In case it is set to **AUTO MODE**, skip the next step and go on with step 4.
3. Touch the KORG DS-10 Panel.
4. Now, follow the instructions on page 46.

### Guidelines for Communications

For best results when using the wireless communications feature, follow these guidelines.

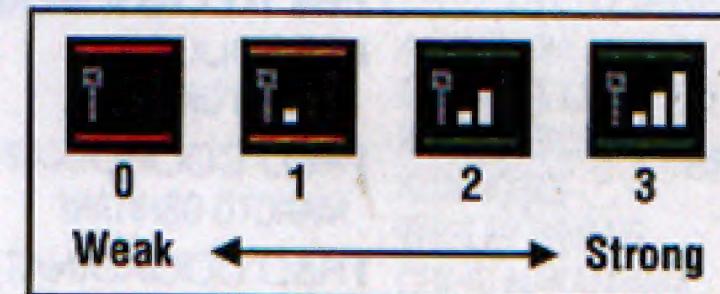
The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function.

DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on airplanes etc.).

For further information regarding the usage of the wireless communications function, please refer to the separate **Health and Safety Precautions Booklet** included with your Nintendo DS system.

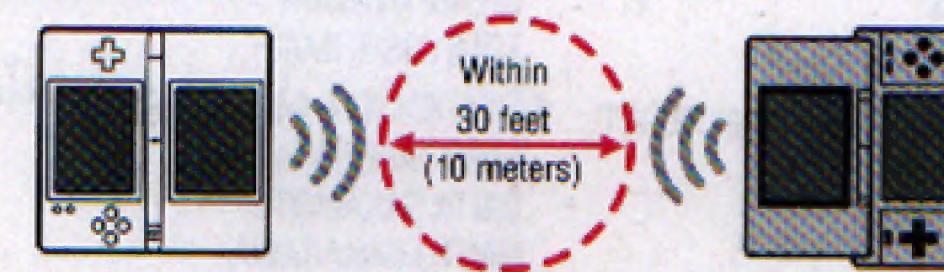
The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.



When wireless communications are in progress, the Power Indicator LED will blink rapidly.

#### For best results, follow these guidelines:

- Begin with the distance between systems at about 30 feet (10 meters) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at about 60 feet (20 meters) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.



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